Dark Heresy

Player:	
Character:	

Home World:	Career Path:	Rank:
Past:	Divination:	

Build:	Height:	Weight:	Gender:	Age:
Skin Colour:	Hair Colour:	Eye Colour:	Quirk:	

WS	BS	S	T	Ag	Int	Per	WP	Fel
Weapon Skill	Ballistic Skill	Strength	Toughness	Agility	Intelligence	Perception	Willpower	Fellowship

BASIC SKILLS		+0	+10	+20
Awareness	(Per)			
Barter	(Fel)			
Carouse	(T)			
Charm	(Fel)			
Climb	(S)			
Command	(Fel)			
Concealment	(Ag)			
Contortionist	(Ag)			
Deceive	(Fel)			
Disguise	(Fel)			
Dodge	(Ag)			
Evaluate	(Int)			
Gamble	(Int)			
Inquiry	(Fel)			
Intimidate	(S)			
Logic	(Int)			
Scrutiny	(Per)			
Search	(Per)			
Silent Move	(Ag)			
Swim	(S)			

ADVANCED SKILLS		+0	+10	+20
Speak Low Gothic	(Int)			

TALENTS
Weapon Training:

TRAITS

ARMOUR		
Location	**AP**	**Type**
Head 01-10		
R. Arm 11-20		
L. Arm 21-30		
Body 31-70		
R. Leg 71-85		
L. Leg 86-00		

FATE	
Fate Points:	• Reset Initiative roll to 10 • Re-roll a failed Test • Add +1 degree of success • Recover 1d5 Wounds • Recover from Stunned
Spent:	

WOUNDS
Total Wounds:
Fatigue:
Damage Taken:
Critical Damage:

INSANITY
Insanity:
Degree of Madness:
Traumas:
Disorders:

CORRUPTION
Corruption:
Degree of Corruption:
Malignancies:
Mutations:

Dark Heresy

Player:

Character:

MELEE WEAPONS

Name:			
Class:	Damage:	Type:	Pen:
Special Rules:			

Name:			
Class:	Damage:	Type:	Pen:
Special Rules:			

Name:			
Class:	Damage:	Type:	Pen:
Special Rules:			

Name:			
Class:	Damage:	Type:	Pen:
Special Rules:			

RANGED WEAPONS

Name:			
Class:	Damage:	Type:	Pen:
Range:	RoF:	Clip:	Rld:
Special Rules:			

Name:			
Class:	Damage:	Type:	Pen:
Range:	RoF:	Clip:	Rld:
Special Rules:			

Name:			
Class:	Damage:	Type:	Pen:
Range:	RoF:	Clip:	Rld:
Special Rules:			

Name:			
Class:	Damage:	Type:	Pen:
Range:	RoF:	Clip:	Rld:
Special Rules:			

EXPERIENCE AND ADVANCES

Total XP Spent:	**XP to Spend:**

Advances Taken	**Cost**